
Subject: A Brand New Mod for Renegade!

Posted by [Titan_HQ](#) on Thu, 18 May 2006 10:33:16 GMT

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*"Tiberium Desolation is a modification for the 2002 action game Command and Conquer: Renegade that aims to create a more sophisticated and enjoyable multiplayer experience. The primary focus of the modification is on team based action, requiring players to work together efficiently as a team in order to win.

Tiberium Desolation is set 15 years after the events of Tiberian Sun (and Firestorm). The forces of the Global Defence Initiative (GDI) and The Brotherhood of Nod (NOD) continue to fight for the last remaining land not touched by the continuously growing Tiberium. The battle takes place in Northern Africa - GDI's last stronghold.

Choose to fight for either The Brotherhood of Nod, specialists in stealth technology and guerrilla tactics, or the Global Defence Initiative, a more technologically superior organisation. Will you help to expel the fanatical NOD forces, or will you fight tirelessly for the good of The Brotherhood and Kane? "*

CnC Renegade is going to be built from scratch again. Every building, unit, character and weapon will be scrapped and re designed. Obviously vehicles like the mammoth tank will need less re-designing than buildings like Weapon factory. New features will be added plus 20+ new buildings, weapons, vehicles per side.

The website is www.td-mod.co.nr (the site isnt online yet, ive just set up a tempoary site for now, Klink the webmaster/ PR guy is making an amazing site as i type this.)

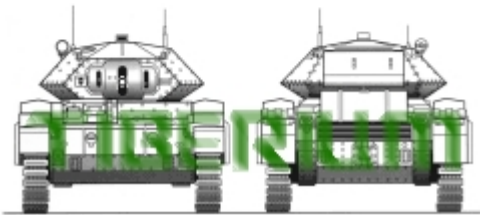
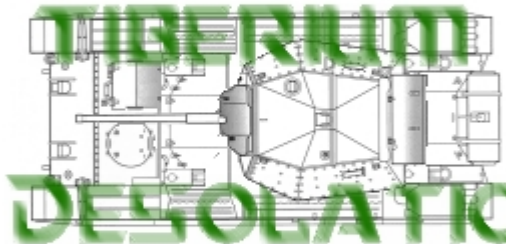
To make these ideas a reality we need some help. All positions are available, no matter what you can do. If you are interested email me at monkey_toes90@hotmail.co.uk or reply to this post and i'll email you.

below is a schematic of the NEW! Nod light tank, Just to show you exactly how much re-designing is taking place.

P.S * the passage was wrote by Klink.

File Attachments

1) [nod light tank MK1td.jpg](#), downloaded 1137 times



Subject: Re: A Brand New Mod for Renegade!
Posted by [JeepRubi](#) on Thu, 18 May 2006 12:19:53 GMT
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Id use a watermark in the background for the concept and not green writing over it.

BTW: Id like to help out however i can.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Titan_HQ](#) on Thu, 18 May 2006 14:23:32 GMT
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Jeep Rubi wrote on Thu, 18 May 2006 13:19Id use a watermark in the background for the concept and not green writing over it.

How do you do that? im not very good at fancy graphics. I prefer plain black and white pics.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Aircraftkiller](#) on Thu, 18 May 2006 19:52:00 GMT
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I doubt you even made that picture, and this crap you're hawking won't go anywhere.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Ma1kel](#) on Thu, 18 May 2006 19:53:54 GMT
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Aircraftkiller wrote on Thu, 18 May 2006 14:52 I doubt you even made that picture, and this crap you're hawking won't go anywhere.
Well said.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Shadow2256](#) on Thu, 18 May 2006 20:23:41 GMT
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Yea, dude, there are really enough mods in construction already. All people you could use to help you are already bust enough. Most mods go down in flames without much of anything done, and I am sorry to say I think this one is headed that direction.

Subject: Re: A Brand New Mod for Renegade!
Posted by [icedog90](#) on Thu, 18 May 2006 21:44:00 GMT
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just let him do what he wants. If you believe what will happen is that his mod dies in two seconds, then just let it happen instead of always discouraging and putting people down.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Aircraftkiller](#) on Thu, 18 May 2006 22:39:38 GMT
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No one is stopping him besides himself. If he chooses to realize how futile his efforts will be, then that's his own decision and you should let him make that decision without interfering. This isn't the "bullshit people so that they think they're doing something great when they're making garbage" forum, that's called Disney.com.

Subject: Re: A Brand New Mod for Renegade!
Posted by [icedog90](#) on Thu, 18 May 2006 23:02:39 GMT

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Good, my avatar is succeeding. Thanks for letting me know, because I'm getting a kick out of this.

Subject: Re: A Brand New Mod for Renegade!
Posted by [sfr3f](#) on Thu, 18 May 2006 23:14:24 GMT

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Of course he didn't make that picture. That's a line drawing of a British WWII-era Crusader.

<http://www.tartanpixel.com/hussars/files/034.jpg>

Subject: Re: A Brand New Mod for Renegade!
Posted by [Aircraftkiller](#) on Fri, 19 May 2006 02:06:39 GMT

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Your avatar was the last thing on my mind when I made that post, don't flatter yourself ^^; All I'm saying is that this forum isn't a bullshitter fest, and it was never made to be one... Stop trying to make it one now.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Whitedragon](#) on Fri, 19 May 2006 02:15:24 GMT

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Why is Nod using a light tank when this mod takes place after TS? It should be an upgraded tick tank or something completely new.

Subject: Re: A Brand New Mod for Renegade!
Posted by [icedog90](#) on Fri, 19 May 2006 04:40:00 GMT

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Aircraftkiller wrote on Thu, 18 May 2006 19:06Your avatar was the last thing on my mind when I made that post, don't flatter yourself ^^; All I'm saying is that this forum isn't a bullshitter fest, and it was never made to be one... Stop trying to make it one now.

aww, I was really having fun flattering myself. oh well... D:

Subject: Re: A Brand New Mod for Renegade!
Posted by [Titan_HQ](#) on Fri, 19 May 2006 11:05:52 GMT

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Your probably right, it will never be used by anyone but i'll take my chances. Im going to complete this mod which is a change as most mods never get finish.

If i didnt explain well before ill have a go now. In the mod Nod is portrayed as a small, not very well equiped terrorist group who use whatever they can to fight. GDI use expensive post-TS stuff.

Subject: Re: A Brand New Mod for Renegade!
Posted by [KimoSabe7](#) on Fri, 19 May 2006 12:30:06 GMT
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so they have a very pointless and very massive overwhelming ADVANTAGE!!! lol that should be fun i can see the reactions of players joining a game...*player has joined fighting for NOD*...."MY LIFE IS OVER IM GOING TO KILL MYSELF NOW BYE!!"....*player has joined fighting for GDI*..."YEA LETS KICK SOME ANCIENT GARBAGE DRIVING DESOLATE WEAPON USING NOD ASS!"

Subject: Re: A Brand New Mod for Renegade!
Posted by [Goztow](#) on Fri, 19 May 2006 13:21:15 GMT
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KimoSabe7 wrote on Fri, 19 May 2006 08:30so they have a very pointless and very massive overwhelming ADVANTAGE!!! lol that should be fun i can see the reactions of players joining a game...*player has joined fighting for NOD*...."MY LIFE IS OVER IM GOING TO KILL MYSELF NOW BYE!!"....*player has joined fighting for GDI*..."YEA LETS KICK SOME ANCIENT GARBAGE DRIVING DESOLATE WEAPON USING NOD ASS!"
If you don't count the nuclear the US used, the Japanese were beating the hell out of the US in WW II, thanks to faith and extremely motivated fighters.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Titan_HQ](#) on Fri, 19 May 2006 13:45:34 GMT
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KimoSabe7 wrote on Fri, 19 May 2006 13:30so they have a very pointless and very massive overwhelming ADVANTAGE!!! lol that should be fun i can see the reactions of players joining a game...*player has joined fighting for NOD*...."MY LIFE IS OVER IM GOING TO KILL MYSELF NOW BYE!!"....*player has joined fighting for GDI*..."YEA LETS KICK SOME ANCIENT GARBAGE DRIVING DESOLATE WEAPON USING NOD ASS!"

Neither side has a massive advantage, Nod can get alot more equipment than GDI can for the same amount of credits. Nod also have specilised weapons made for fighting against specific GDI

vehicles/characters. Nod also have blade weapons, which although they kill in one go, the characters carrying such weapons are v.easily killed. This adds to the fact that Nod have to either use stealth or massed attacks to win. But rushes will not work in the mod as each teams defenses can destroy a massed attack of one type of vehicle e.g (in renegade you buy 7 flamers and attck... u win) But if the attack is thought out properly and planned well it is easy to win. Each vehicle has a weakness in its defense. E.G the GDI avenger AFV has two miniguns and a 90mm cannon. Making it an all round good vehicle but its armour is light and explosive weapons have a 5x more effect bonus on this vehicle.

Another feature in the mod is that all vehicles have to have a driver and a gunner to work. although It can be driven without a gunner. Also On every vehicle with a turret, the turret is seperate, which means the turret can be destroyed and the driver can still get back to base to repair. Repairing your vehicle also costs a certain amount of credits, this will encourage people to work together (hopefully).

Subject: Re: A Brand New Mod for Renegade!
Posted by [JeepRubi](#) on Fri, 19 May 2006 16:22:00 GMT
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Gold, isnt this supposed to incorporate tiberium?

Subject: Re: A Brand New Mod for Renegade!
Posted by [PlastoJoe](#) on Fri, 19 May 2006 18:08:10 GMT
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Credits from tiberium = gold apparently. Semantics and such.

Subject: Re: A Brand New Mod for Renegade!
Posted by [Titan_HQ](#) on Fri, 19 May 2006 21:14:23 GMT
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Jeep Rubi wrote on Fri, 19 May 2006 17:22Gold, isnt this supposed to incorporate tiberium?
Sorry i meant credits, not gold. I couldn't remember what they were called. I'll change it now!